

1 **ABSTRACT**

2 In a network environment, multimedia content is streamed from a server  
3 computer to a client computer via the network. A user of the client computer can  
4 alter the speed at which the multimedia content is played; either speeding up or  
5 slowing down the playback. The client seamlessly switches between the different  
6 playback speeds, reducing breaks and/or delays between the time the user selects  
7 the new playback speed and the time the multimedia content begins being played  
8 back at the new speed.  
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